



CATASTROPHE FATE ACCELERATED QUICKSTARTER

V 1.0

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Starting Off...

- 1: Get the FATE Accelerated rulebook from <http://evilhat.com> and have it at the ready, this will refer to things in that book (with page numbers). Also this book will be referred to in this document as FAE.
- 2: Get at minimum 4 players.
- 3: Have at least three sheets of notebook paper, pencil, and 4d6
- 4: Refer to the wiki article on 1d4Chan for info on the setting.

Now, let's begin.

First, pick a High Concept, Trouble, and a Aspect for your character. This starts on Page 6 if you're looking for descriptions.

Next, have a fellow player at the table and yourself collaborate as part of your character's back story to develop a aspect the two of you will share. Do this one more time with a different player. This should give you 3 total aspects, a High Concept, and a Trouble. Also this will give a reason to tie the group together in game.

Next, choose a Race (Cat, Dog, Rabbit, Fox, Bear). Each has a distinct advantage in a specific circumstance.

Cats: Night Vision

Dogs: Acute Hearing (Hear normally inaudible sounds)

Rabbits: +1 Stress Track

Foxes: Gain a +2 to any Clever roll once a session

Bears: Gain a +2 to any Forceful roll once a session.

Next, Assign your Approaches with these levels:

One at +3, Two at +2 Two at +1 and one at 0.

The Approaches are : Careful, Clever, Flashy, Forceful, Quick, and Sneaky.

Because CATastrophe FATE is a game of adventure, excitement, and just enough peril to frizz your tail, all characters can pick up to Three Stunts. Stunts are described on Page 31 of FAE. It is not recommended to take any more, but if you do it lowers your refresh from it's starting level of 3. All Characters start with 3 Stress, and can take the standard number of consequences. Stress and Consequences are listed on FAE page 23.

Note that by default to the setting being Taken Out is not a fatal circumstance unless both the player and the DM (Dive Master) agree.





Air Stress

During a dive, every scene costs 1 Air Stress. All characters have 5 Air Stress to keep track of. They can cough up a air stress box to avoid one damage source, or to avoid danger. A character's dive must end when they have one air stress left. This is the character leaving on their own terms, and anything they find they can take up with them and they do not need to head up on a Emergency Ascent Device.

If they lose all their Air Stress, they are forced to leave the dive. It is considered that the character has enough air to leave an enclosed space otherwise their Emergency Ascent Device triggers suddenly as their air level reaches dangerous levels! When ascending, make a Forceful roll versus a Good (+3) target or spend a fate point to keep from dropping everything you found as your surface. No matter what, your character falls unconscious as they surface quickly (a side effect of their pressure tolerances) and are unaware of what is happening for two scenes although at the start of every scene they can make a Forceful roll versus a Good (+3) Difficulty to wake up. This reduces by one when they make the check again.

Fangs

Fangs are a special Approach that represents your

character's overall stock of shinies and various currencies from many settlements. It starts at 0, but can go up and down based on what is found during a dive. At the end of a dive, a roll is made by the DM, then by the players. The DM totals their roll plus the number of FATE points used divided by the number of conscious players rounded naturally, and that becomes the value of all the shinies found on their adventure. The players make a similar roll, instead their roll is a Fangs roll, with the total result compared to the DM's roll. If the Player's is higher, they add that to their Fangs level. If the DM's is higher, there wasn't much for that player in that dive, and their Fangs level doesn't increase. That level though gets put into a group pool for the entire party to use if necessary. It increases for all "rejected" shiny rolls. When buying stuff you roll your Fangs versus a difficulty set by the DM. Some higher quality gear might give bonuses to rolls, but is much harder to get.



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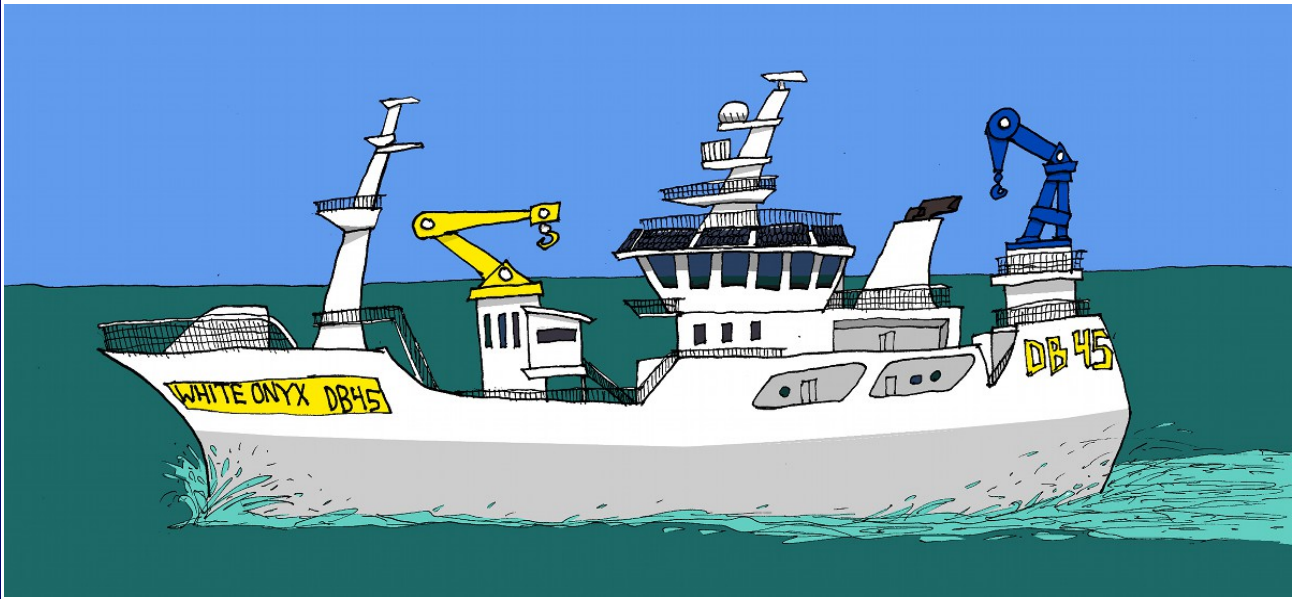
Gear

All characters should have gear appropriate for their job at their settlement or position as a ship's crew. For instance a Fisherman would have a small rowboat, fishing tackle, a fishing rod, and perhaps a trawling net. Depending on the technology level of a settlement it either is nothing more than a hollowed out tree trunk and oars with a simple stick and line setup for their fishing gear, or a rubber rowboat (perhaps even a sailboat) with a rod and reel, excellent bait and lures, and perhaps a small outboard motor and a net for catching fish by trawling. If a character is expected to dive they have basic dive gear (Scuba Tank, Mask, Snorkel, Fins, Wetsuit or Drysuit, Dive Weights, Buoyancy Compensator, and a Emergency Ascent Device). If not so high-tech, then things resort to free-diving, consisting of nothing more than a swimsuit, mask, snorkel, and fins. Some settlements might not even have that.



Overall it's up to the players and DM to work out what their characters logically have. To keep in mind is the fact that with FATE Accelerated, it isn't a game of gear stats and crawling around to find new gear. It is about getting out there to the next big adventure. It is therefore important to realize that sometimes even failure brings a new adventure as much as success. Of course having basic gear on hand does provide a sense of security for all involved, so feel free to come up with whatever comes to mind within reason for your game's settlement.





Captaining your own boat

If the DM requires it, the party should elect one of their own as the Captain of their ship. A Ship is constructed like a character, but without any Approaches. The Stress Track represents the integrity of the hull, and consequences represent damage to the ship's equipment and internal mechanics. It is the Captain's responsibility to handle upkeep of the ship, and that is always paid through the Team's Fangs level. If not, then the Captain themselves must pay out of pocket.

It's not necessary, but this will make a dive team's life easier. It is recommended that if a dive team can't fill all positions, the DM should fill those roles with NPCs, and the Captain must at the very least keep someone on-board during a dive.

Overall, when a Captain is elected, the buck stops there for any player conflicts. The Captain runs the show, but if he or she gets out of line the players can kick him out of the position just as easily!



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A few final words...

I'd like to thank everyone who have provided feedback on the FATE system version of CATastrophe. It has been a fun run so far, and I feel that this switch to FATE Accelerated will be a huge improvement in the flow of the game in keeping with the Saturday Morning cartoon feel that CATastrophe has. In the coming weeks I should have a full document once again, this time built around Accelerated. Consider this like the original "Proof In Concept" I submitted a couple months ago.

Until then, I hope you, and everyone else who read this enjoy what you find.

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